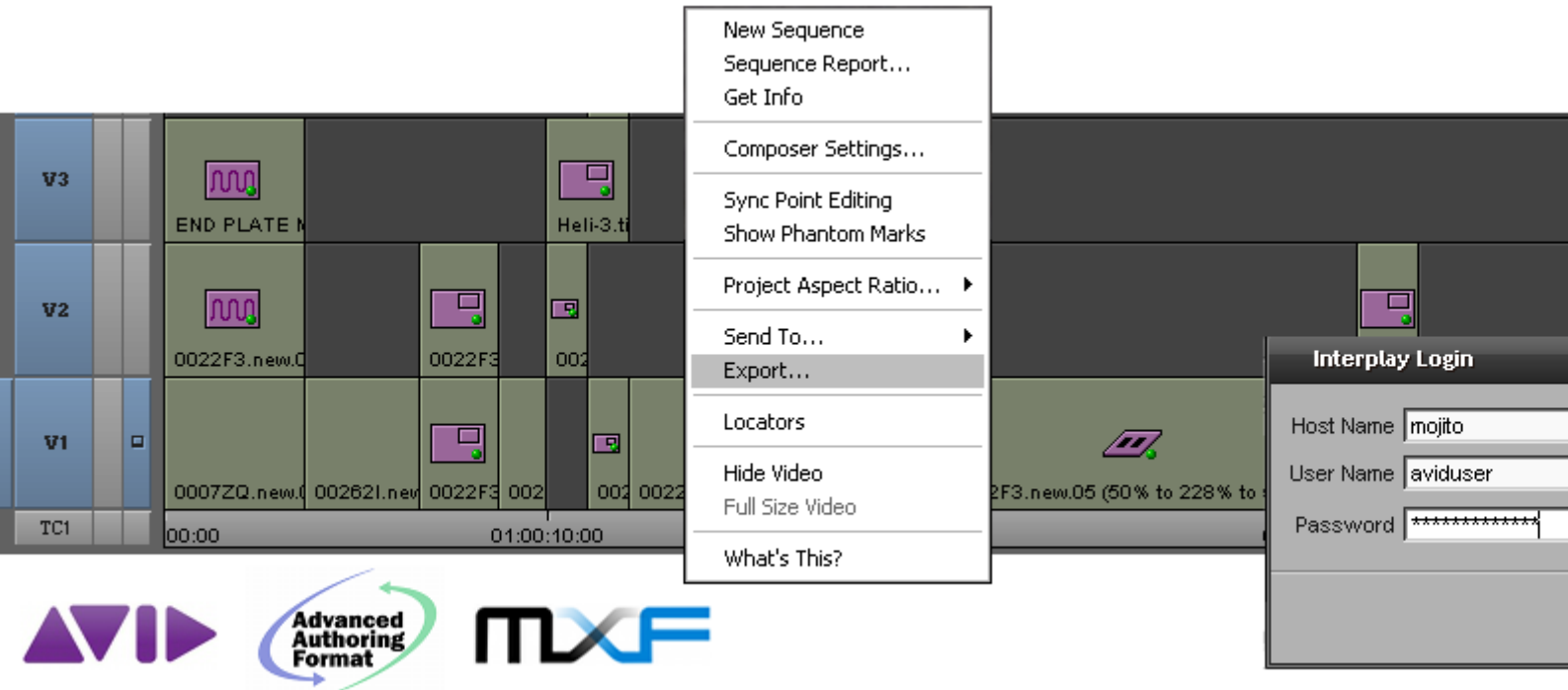
Avid Integration 2011



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Avid Integration
User Guide 2011

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Table of Contents

Avid Integration 2

Compatibility 3

AAF to Nucoda 3

Export AAF from Avid 4
Import AAF on Nucoda 5
Nucoda AAF Import Options 7

AAF Back to Avid 9

Nucoda Exports AAF 9
Avid Imports AAF 11

MXF Back to Avid 12

Nucoda Exports MXF 12
Avid Relinks MXF 15
Avid DS 18

AAF Back to Avid with Interplay 19

Nucoda Exports AAF 20
Avid Imports AAF 21
Interplay Setup 22

MXF Staging 24

Avid Effects 25

Rendering Avid Effects 25
Retimes 26
Freeze Frames 26
Nested Effects 26
Transitions 27
Dip To Colour 27
Avid Multicam 27
Subclips 28
Add Edits 28

Avid Integration 1

Image Systems products include extensive support for interoperability with Avid products, including :

- *Avid Media Composer*
- *Avid Symphony*
- *Avid DS*

This chapter describes the main work flows available for the Nucoda or Phoenix systems when working alongside an Avid.

Tested and qualified versions of Avid applications are listed in the Compatibility section, alongside a list of supported formats and effects.

We will use the Nucoda name through-out but note that the work flows described are also applicable to the Phoenix restoration platform.

Process

The work flow process involves three steps.

Step 1 : AAF to Nucoda

The first step is to transfer the AAF composition from the Avid :

- **Export an AAF composition** from an Avid and import it into a Nucoda.

  We will detail the various options, settings and things to look out for in this process. See AAF to Nucoda.

Step 2

Grade and/or restore on the Nucoda.

Step 3

Re-import the new AAF from Nucoda or re-link to new graded clips for finishing in the Avid.

The Nucoda can also be used for final finishing and output.

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There are three main ways of transferring the material back to the Avid for finishing :

- Sending an **AAF** back to the Avid.
  See : AAF Back to Avid

> **!** Note that the *AAF back to the Avid* route is only available for Nucoda compositions **originally created from imported AAF files**.

- Sending **MXF media** back to the Avid.
  See : MXF Back to Avid

- Sending an **AAF** back to the Avid and doing an **Interplay** *check-in*.
  See : AAF Back to Avid with Interplay

Compatibility

The following Avid product versions are tested and qualified :

- Avid Media Composer 5
- Avid Symphony 5
- Avid DS 10.3

Avid Effect Support

For the level of Avid effect support, see the Avid Effects chapter.

MXF and Codec Compatibility

See our support web site for details of supported MXF and codec formats.

AAF to Nucoda

This chapter describes how to *export* an AAF from the Avid system and import it into the Nucoda.

This is the common starting point for each workflow we discuss.

- The Avid exports an AAF
- The Nucoda system imports this AAF for grading.

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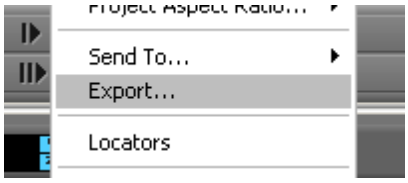
Export AAF from Avid

To export as AAF from the Avid, right-click your sequence and choose *Export...* :

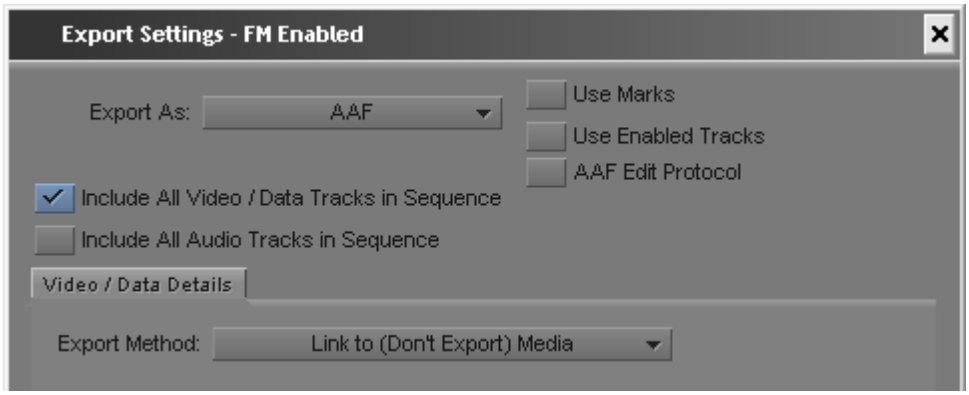


Export Settings

At the bottom of the export dialog box, the selected *Export Setting* and *Options* button allow you to define an export *preset*.

Here we have an AAF export preset defined called *FM Enabled* :

Use the *Options...* button to view the settings :



Export As :	**AAF**
Export Method :	**Link to (Don't Export) Media**

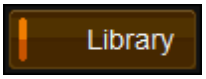
The *Export Settings* option *Render Video Effects* forces the Avid to render everything currently un-rendered.

For more information on this option, see : Avid Effects.

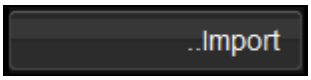
Navigate to the desired folder and enter a file name for your AAF. Then press *Save* :

Import AAF on Nucoda

On the Nucoda, switch to the *Library* view to import the AAF file :

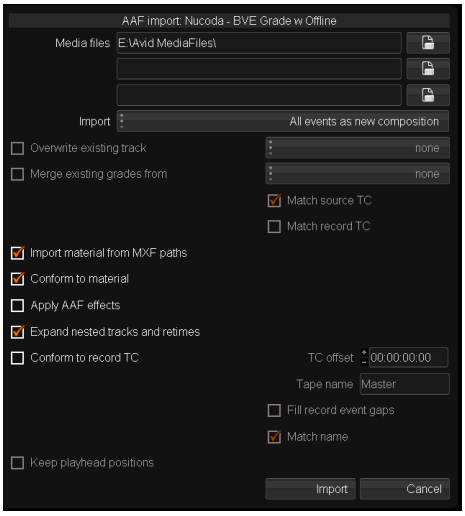


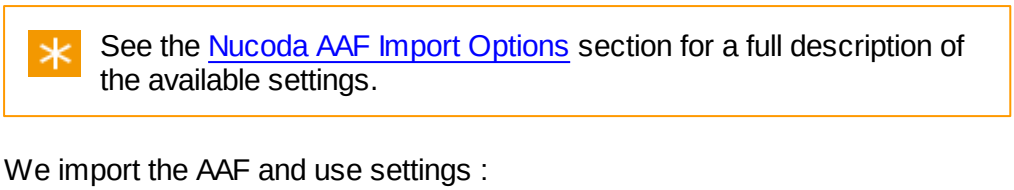
Then press the *Import* button :



Navigate to the folder containing the previously saved Avid AAF file and press the *..Import* button.

An *AAF Import* options window opens and lets you set various options used for the import and initial processing of the AAF file.



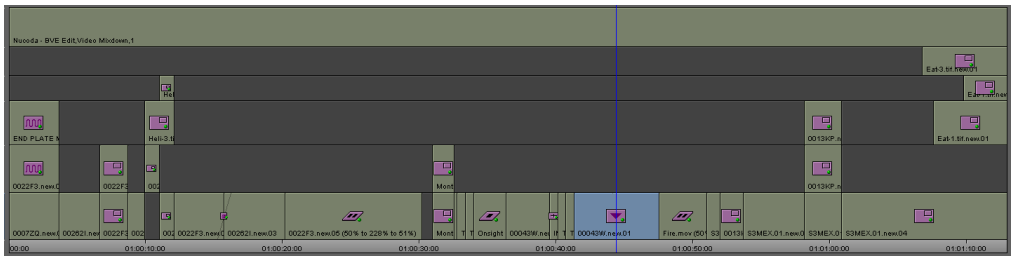


See the Nucoda AAF Import Options section for a full description of the available settings.

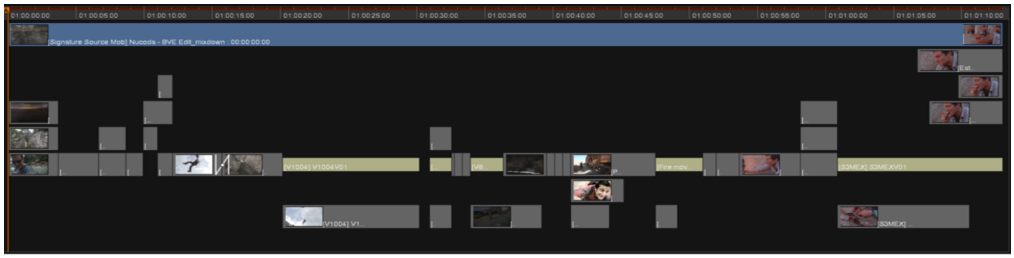
We import the AAF and use settings :

- *All events as a new composition*
- *Import material from MXF paths*
- *Conform to Material*
- *Expand nested tracks and retimes*

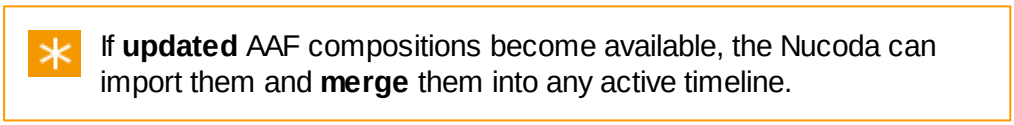
The AAF file creates a Nucoda timeline which we can then start working on.



Avid timeline



Nucoda timeline



If **updated** AAF compositions become available, the Nucoda can import them and **merge** them into any active timeline.

When we have completed our work, we can proceed as follows :

- Finish on the Nucoda.
- Finish on the Avid and proceed to one of the work flow options outlined next.

Do **not delete or move** the AAF you import to the Nucoda. If the AAF you import is deleted or moved, you will not be able to export an AAF from the composition it creates. We recommend you manage your AAF files carefully and keep copies locally.

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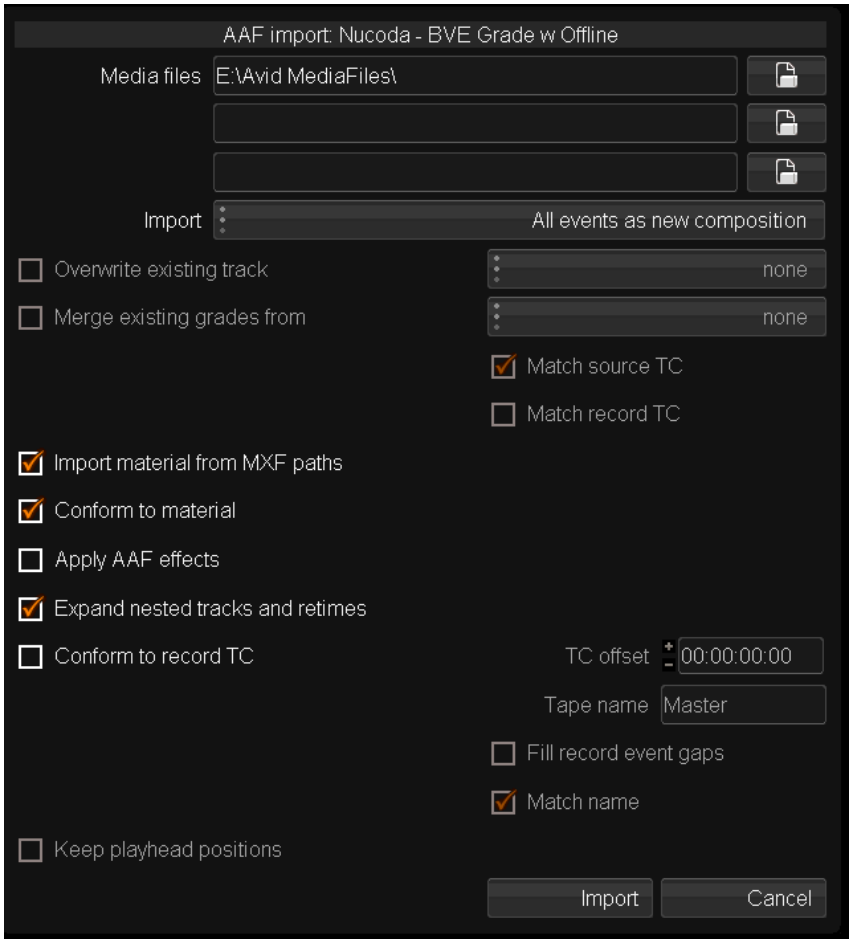
Nucoda AAF Import Options

The various options available on AAF import to Nucoda are described below.



Media files	Set to the top-level Avid media files folders. Each is searched in turn for MXF media related to the active AAF composition. The GUI allows the configuration of three folders. The general.prefs preference file lets you configure more. See Media Files below.
Import material from MXF paths	Ensure we load source material if we locate it on disk
Apply AAF effects	If Avid renders (*pre-computes*) are available, we can select this to use them in the Nucoda system. **NOTE :** *Avid Transitions* (i.e. wipes, dissolves, 3D transitions etc.) will be displayed as *dissolves* on the Nucoda timeline, **even if they are**

	rendered on the Avid. If you need these, generate a *mixdown*. See Transitions.
Expand nested tracks and retimes	This will expand any *nested effects* you have in the AAF, placing the various source constituents on the Nucoda timeline over the appropriate number of tracks. See Nested Effects. *Motion effects* will be displayed as a Nucoda adjustment segment at the correct length of the effect in the sequence. The full length source media is placed below the *adjustment segment* on a separate track. See Retimes.

Media Files

The *Media Files* setting lets you configure the paths searched for MXF media referenced by the active AAF file.

The GUI lets you configure *three* paths. More search paths can be set in the *general.prefs* file :

```
mxf
{
    avidDirectory "I:\Avid MediaFiles\" "G:\Avid MediaFiles\" ...
}
```

Only the first *three* values will be displayed in the *AAF Import* dialog window.

Top-Level Folders

Each *Media Files* search path has to be set to the ***top-level*** folder or the search will fail to find media (and an error dialog will appear, see below). The top-level folder *contains* an MXF folder.

Correct : `I:\Avid MediaFiles`

Wrong : `I:\Avid MediaFiles\MXF\DVAVID.1`

AAF Back to Avid

In this work flow, the Nucoda system exports an AAF to the Avid for finishing.

> **!** Note that the *AAF back to the Avid* route is only available for Nucoda compositions **originally created from imported AAF files**.

This is illustrated in *Figure 1 below.*

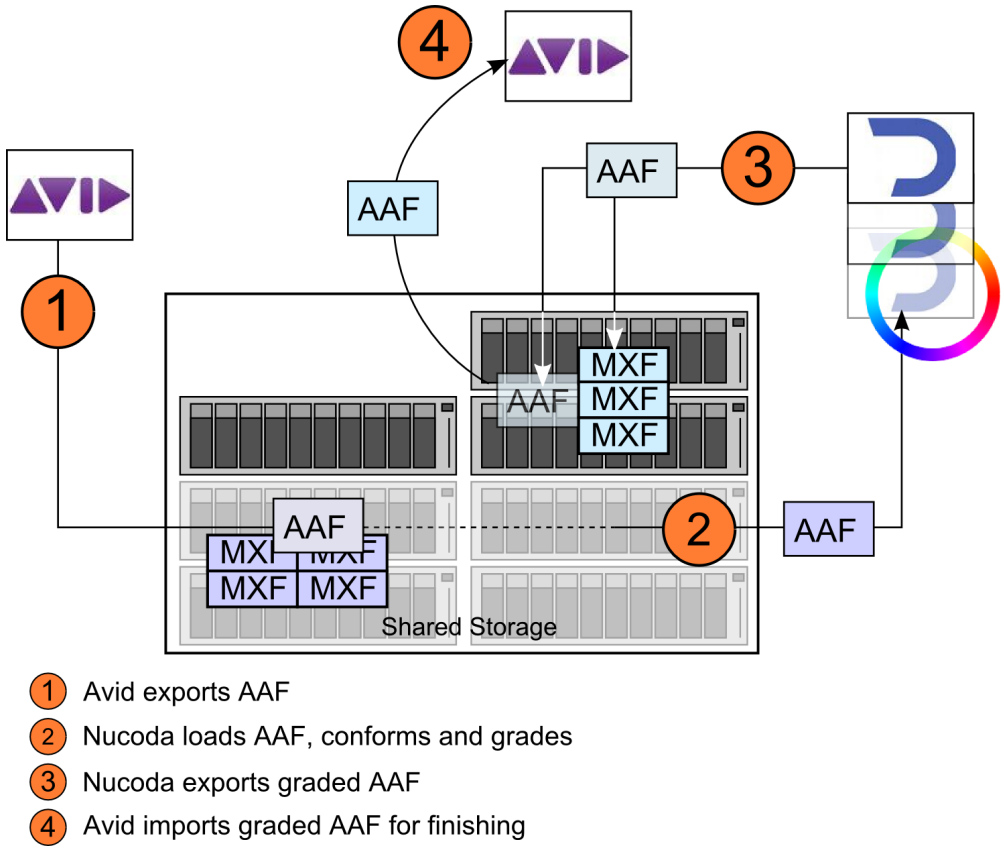
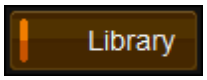


Figure 1 : AAF from Nucoda back to Avid

Nucoda Exports AAF

In the Nucoda application, we will export the AAF :

Switch to the *Library* :



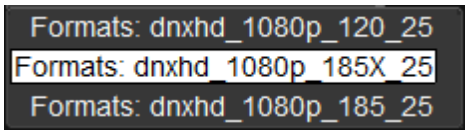
And press the *..Export Media* button :

Navigate to the location we wish to write our exported AAF file to (this should be shared with the Avid).

Note that the location chosen here will be for the **AAF file only**. The MXF media is exported at the same time *automatically* and placed in the **first** defined Media Folder.

Set Format and Options

Set your export format as AAF and choose a media export format (e.g. Avid DNxHD 185X) :



The formats made available will depend on your *project* format.

You will not be able to set *handles* or choose *uncompressed MXF* formats when exporting an AAF.

You should also choose to export using one of the *modes* :

- Tracks Multi Src TC
- Visible Multi Src TC

See the Export Modes section for definitions of the export modes mentioned above.

Name your AAF file and press the *Export* button.

MXF Staging

Note that MXF files created as part of an *AAF export* are *staged* in the `tempRootDir` folder before being moved to their final destination. See MXF Staging.

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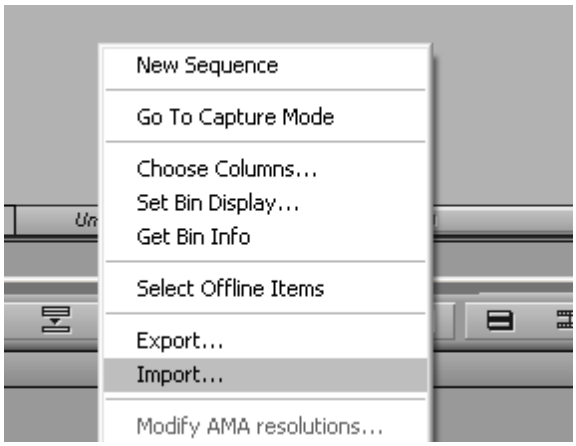
Once all the associated MXF media files have been successfully exported, the AAF file that was used to create the composition will be copied to the exported AAF file and its media references updated to reference the new MXF media.

Avid Imports AAF

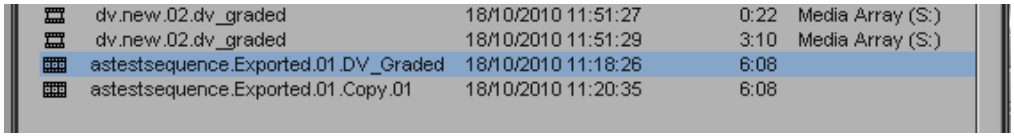
When the updated (graded/restored) AAF is available from the Nucoda system, the Avid can import it into a *Bin.*

When the Nucoda system writes new media to an Avid media folder, the Avid system will do an *automatic re-scan* of media folders :

Right-click inside your chosen Bin and select *Import...* :



Navigate to the folder containing the new AAF, select it and *Open*. The AAF is imported and appears in your *Bin* :


dv.new.02.dv_graded 18/10/2010 11:51:27 0:22 Media Array (S:)
dv.new.02.dv_graded 18/10/2010 11:51:29 3:10 Media Array (S:)
astestsequence.Exported.01.DV_Graded 18/10/2010 11:18:26 6:08
astestsequence.Exported.01.Copy.01 18/10/2010 11:20:35 6:08

Note that the graded sequence is tagged *DV_Graded*.
Graded media files are tagged *dv_graded*.

This makes sorting and searching your Bin easier.

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Double-clicking the sequence will activate it and let you review and continue.

MXF Back to Avid

In this work flow, the Nucoda system exports MXF media back to the Avid for finishing.

> This work flow is MXF media export only. No AAF file is exported.

This is illustrated in *Figure 2 below.*

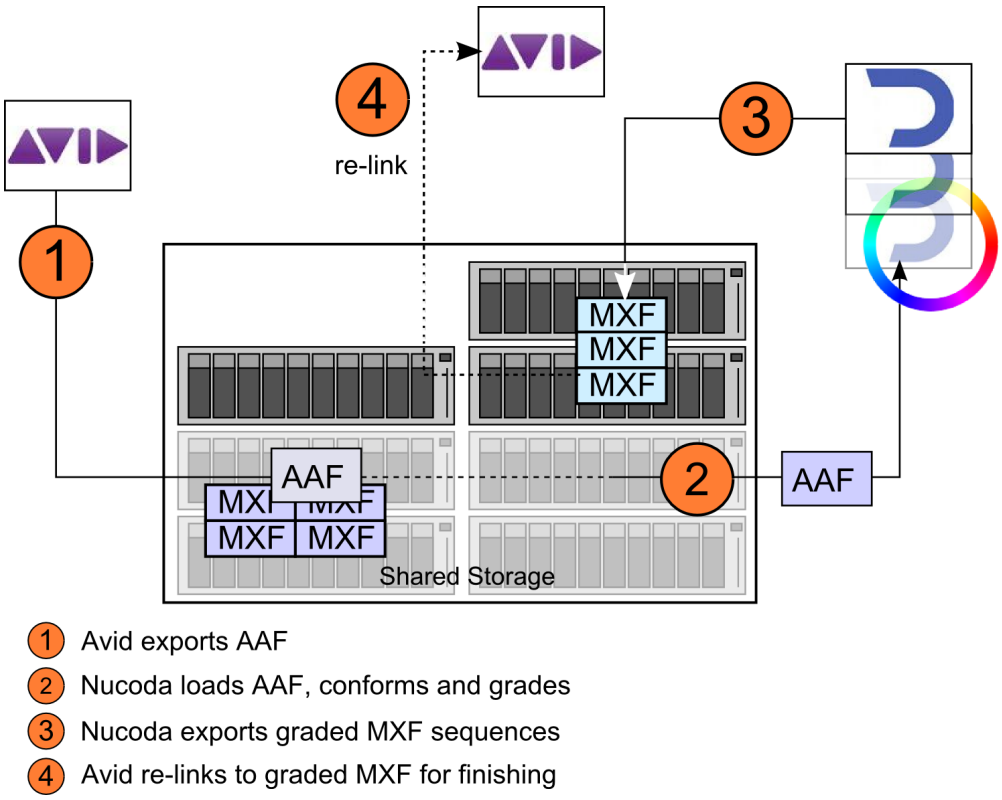
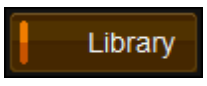


Figure 2

Nucoda Exports MXF

In the Nucoda application, we will export the MXF sequences for the Avid to re-link.

Switch to the *Library* :



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And press the *..Export Media* button :

Choosing MXF Export Folder

For the Avid to be able to successfully re-link to the new MXF media, we need to write the exported MXF files to the correct place.

The correct place is the **lowest level** of **one** of the *Avid MediaFiles* folders used by the Avid.

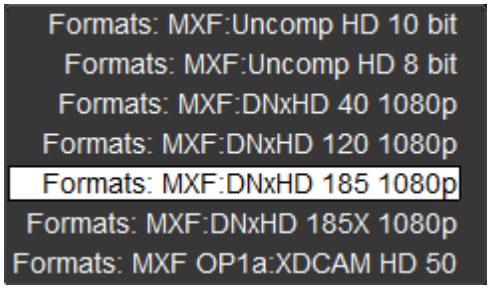
> This means the full MXF path needs to be at the **same** *media files* folder level as the other MXF source media e.g.
>
> **Correct :** `G:\Avid MediaFiles\MXF\1\`
>
> **Wrong :** `G:\Avid MediaFiles\`

Set Format and Options

Set your output format to be MXF :

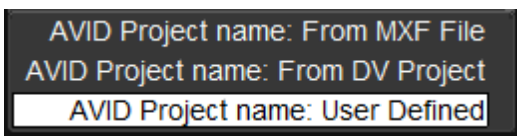
MXF Codec

Then choose your desired MXF export format :


Formats: MXF:Uncomp HD 10 bit
Formats: MXF:Uncomp HD 8 bit
Formats: MXF:DNxHD 40 1080p
Formats: MXF:DNxHD 120 1080p
Formats: MXF:DNxHD 185 1080p
Formats: MXF:DNxHD 185X 1080p
Formats: MXF OP1a:XDCAM HD 50

> Note that unlike exporting an AAF in the AAF Back to Avid work flow, you can set *handles* and choose an *uncompressed MXF* format.

Avid Project Name



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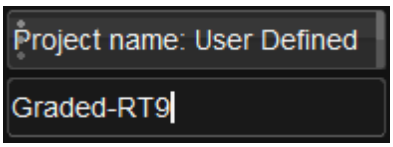
Write a *project name* in the MXF files. Choose the project name :

- From the MXF File
- From the Nucoda project name
- User Defined

It is recommended to set a *User Defined* project name. Type a name into the text box :



The *Project Name* can be any text string and can be used to filter and identify Nucoda media once back in the Avid system.

Export Mode

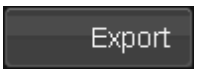
Choose to export using a *Multi* format :

- Tracks Multi Src TC
- Visible Multi Src TC

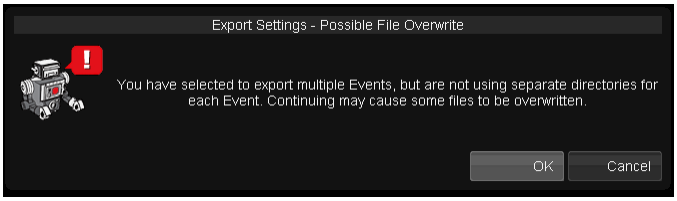
See section Export Modes.

Export

Press the *Export* button :



You will get a warning about *Possible File Overwrite* because you are using a *Multi* mode export but not specifying separate folders:


Export Settings - Possible File Overwrite
You have selected to export multiple Events, but are not using separate directories for each Event. Continuing may cause some files to be overwritten.
OK
Cancel

Dismiss (and ignore this) by pressing *OK*.

MXF Staging

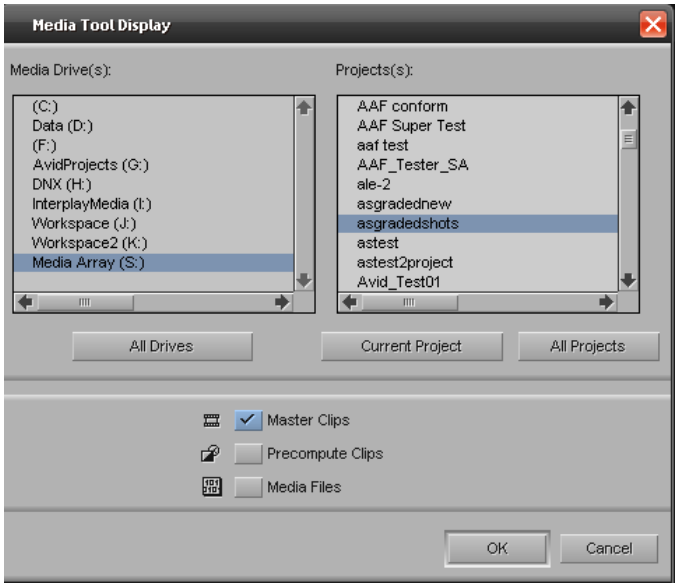
Note that MXF file exports can be *staged* in the `tempRootDir` folder before being moved to their final destination. See MXF Staging.

Avid Relinks MXF

When the updated (graded/restored) MXF media from the Nucoda system appears in the *Avid MediaFiles* folder, the Avid system does an automatic *re-scan* to update its media index.

Media Tool

Once the re-scan has completed, open the *Media Tool* (***Tools / Media Tool***).



Avid Media Tool

The *Media Tool* lets you select a *Media Drive* and a *Project* to scan and use for media :

Select :

- The *Media Drive* used for the MXF media you exported
- The *Project* name you used for the MXF export

The project name is the one you entered in the *Project Name : User Defined* text box when exporting the MXF media in the Nucoda.

The *Media Tool* will open and show you a list of shots found matching the

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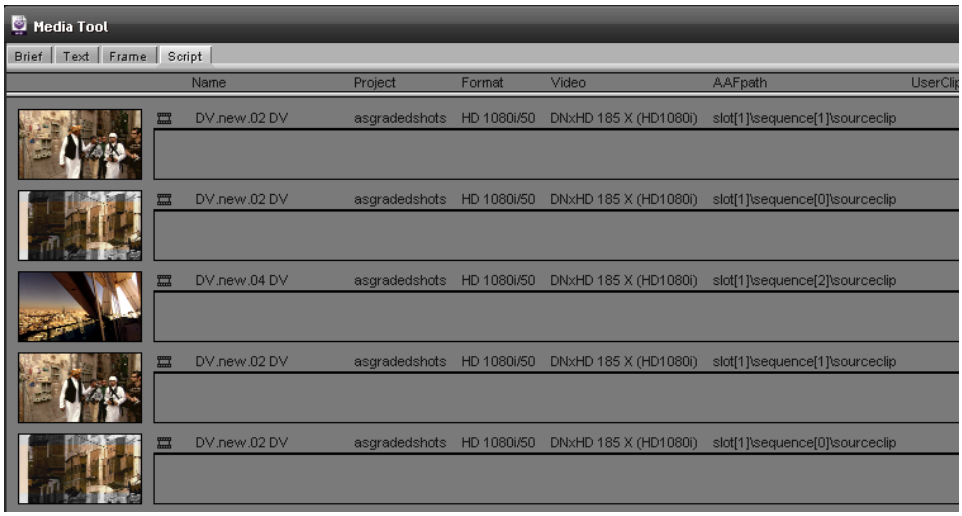
search criteria, including project name.

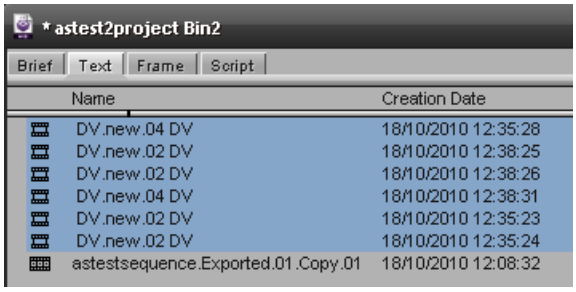


Media Tool shot list

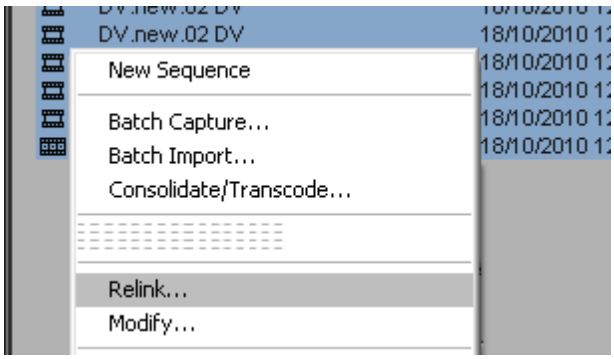
The *Media Tool* lets you organise, sort and sift the media.

Relinking

Duplicate your AAF sequence and move it into a new Bin. Then drag and drop your new shots from the *Media Tool* into this new *Bin*.



With the shots selected (as shown above), right-click the sequence and select : *Relink...*



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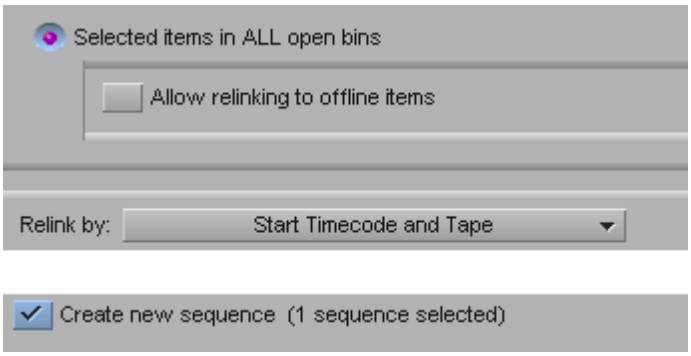
The *Relink* dialog window opens.


Selected items in ALL open bins
Allow relinking to offline items
Relink by:
Start Timecode and Tape
Create new sequence (1 sequence selected)

Select :

- Selected items in ALL open bins.

  It is best to *close* other bins to avid incorrect re-linking.

- Relink by : Start timecode and tape
- Create new sequence

The new imported sequence created is activated in your monitor.

Note that if you use two or more **identical clips** on your timeline (same *timecode*, *tapename etc.*), but using different grades, then they may re-link *incorrectly*. The clips may re-link such that they now have the *same* grade.

However, the correctly graded clips should be available in your *Avid Media Tool* and can be found and spliced in to the track.

Avid *pre-computes* will **not re-link**. However, they will be available in the *Media Tool*.

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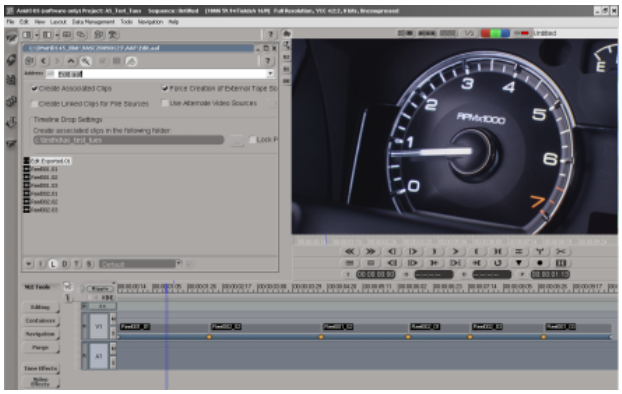
Avid DS

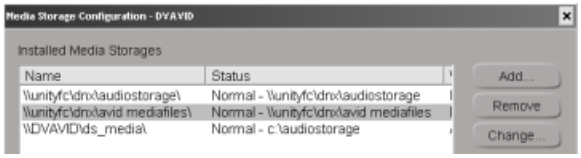
The *Avid DS* workflow integration is much simpler to that of *Media Composer*. There is no need to *rescan* the database, *decompose* any clips or *relink* any media manually. This is all done automatically and transparently.



Once completed, the Nucoda exports the finished sequence as **MXF media** as described previously.

A Note on DS Media Storage

Note that the Avid DS has a list of defined *Media Storage* folder locations, configured via menu *Data Management / Configure Storages ...*



DS Media Storage	Windows Name
`\\unityfc\dnx\avid mediafiles\`	`K:\Avid MediaFiles\`

These are predefined for specific storage configurations and media types e.g. *MXF video files*.

You can export the graded MXF files to any folder within this root folder. The DS indexes these folders and will pick up the new MXF files automatically.

DS Relinking

Once the new graded MXF files have been exported, the Avid DS will *re-index* and pick these up **automatically**. The DS timeline will refresh and reflect the new graded sources, and no manual intervention is required.

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The DS may take a short while to refresh, depending on the length of your timeline and the size of the media databases.

DS Effects

If any shots on the DS have *effects* applied, these effects will be re-applied automatically to the newly graded MXF sources when they are re-linked.

AAF Back to Avid with Interplay

In this work flow, the Nucoda system exports an AAF to the Avid for finishing and selects to do an *Avid Interplay* **check-in**. See *Figure 3* below.

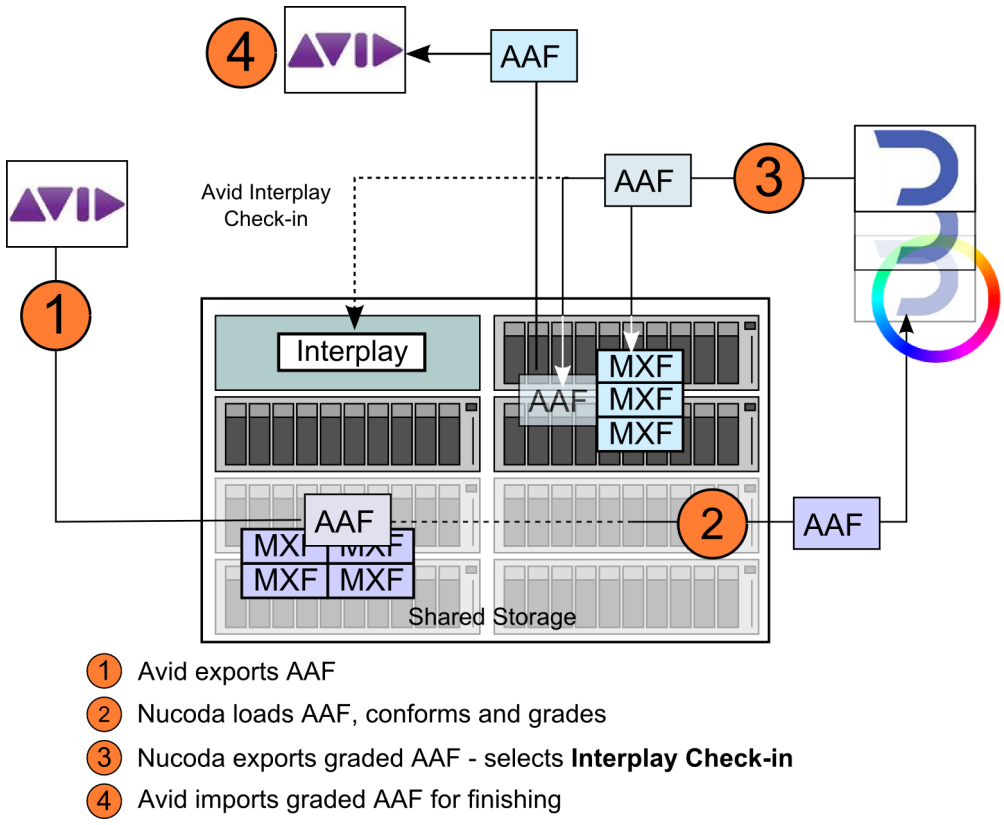


Figure 3

This work flow is almost identical to work flow 1 AAF Back to Avid.

For Nucoda *Interplay* setup, see Interplay Setup.

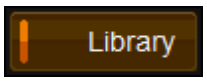
Interplay Licensing

Avid Interplay check-in require an Interplay **login**, which requires an Interplay *license.* You will need to make sure you have enough licenses to cover every client using the Interplay system or your Nucoda checkins will fail (the error will be reported in the Nucoda console).

Nucoda Exports AAF

In the Nucoda application, we will export the AAF :

Switch to the *Library* :

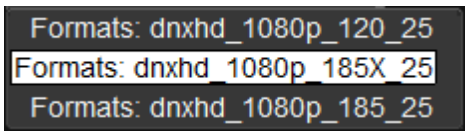


And press the *..Export Media* button :

Navigate to the location we wish to write our exported AAF file to (this should be shared with the Avid).

Set Format and Options

Set your export format as AAF and choose a media export format (e.g. Avid DNxHD 185X) :



The formats made available will depend on your *project* format.

You will not be able to set *handles* or choose *uncompressed MXF* formats when exporting an AAF.

You should also choose to export using one of the *modes* :

- Tracks Multi Src TC
- Visible Multi Src TC

See section Export Modes.

Export to Interplay

Select the *Export to Interplay* box :

Name your AAF file and press the *Export* button.

MXF Staging

Note that MXF files created as part of an *AAF export* are *staged* in the `tempRootDir` folder before being moved to their final destination and checked into Interplay. See MXF Staging.

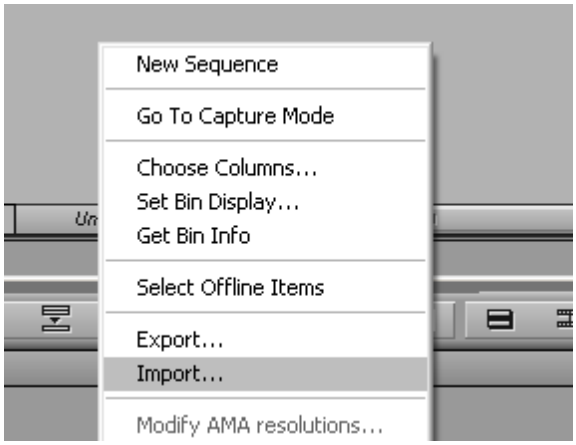
Once all the associated MXF media files have been successfully exported, the AAF file that was used to create the composition will be copied to the exported AAF file and its media references updated to reference the newly exported MXF media.

Avid Imports AAF

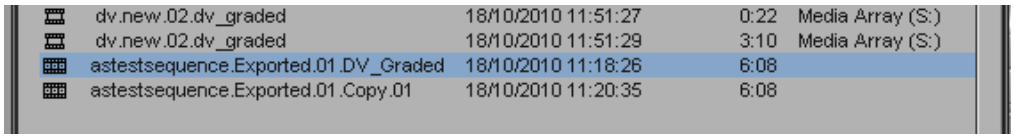
When the updated (graded/restored) AAF is available from the Nucoda system, the Avid can import it into a *Bin.*

When the Nucoda system writes new media to an Avid media folder, the Avid system will do an *automatic re-scan* of media folders.

Right-click inside your chosen Bin and select *Import...* :



Navigate to the folder containing the new AAF, select it and *Open*. The AAF is imported and appears in your *Bin* :


dv.new.02.dv_graded 18/10/2010 11:51:27 0:22 Media Array (S:)
dv.new.02.dv_graded 18/10/2010 11:51:29 3:10 Media Array (S:)
astestsequence.Exported.01.DV_Graded 18/10/2010 11:18:26 6:08
astestsequence.Exported.01.Copy.01 18/10/2010 11:20:35 6:08

Double-clicking the sequence will activate it and let you review and continue.

Interplay Setup

Avid Interplay is a sophisticated asset management system that manages and tracks digital media throughout a production. Some configuration is required before using an *Avid Interplay* system with a Nucoda.

Preference File

The main Nucoda preference file *general.prefs* contains an *Interplay* section which defines various setup parameters. You will need to change these to reflect your local installation :

```
interplay
{
  host "INTERPLAY HOST NAME"
  port "INTERPLAY PORT"
  workgroup "AVID_WORK_GROUP"
  folder "PROJECTS/FOLDER"
  username "USERNAME"
  password "PASSWORD"
  sharedStorage "\\UNITY_OR_ISIS\WORKSPACE\Avid Mediafiles\MXF\1"
}
```

> **!** The *Interplay* section is pre-configured by default but you will need to remove the inserted "<" and ">" characters used to complete the configuration correctly e.g. replace `"<username>"` with `"david"` (for example).

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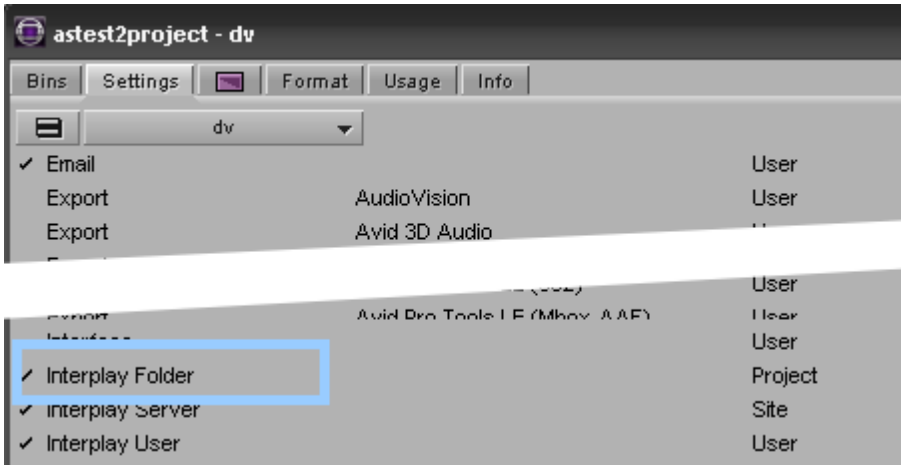
Interplay Settings

host	This is the name of the machine running the Interplay services. e.g. `mojito`
port	The port the Interplay services run on. e.g. `80`
workgroup	This is the Avid workgroup name (note this is not the *Windows* workgroup). e.g. `MyWorkgroup`
folder	This is the name of the folder Interplay is configured to use for the *active* project (see below). e.g. `"Projects/Upstairs Downstairs"`
username	This is the username the Nucoda uses to log in to the Interplay. e.g. `david`
password	The password. e.g. `david123`
sharedStorage	A path to shared storage used by the Nucoda and the Interplay. e.g. `"\\isis\sharedmedia\Avid Mediafiles\MXF\1"` **This path must be in Windows UNC notation.** **MXF files we write from the Nucoda system are placed here.**

Interplay Projects

The *Interplay* folder settings are configured in the Avid project *settings window* as shown below :



Avid project settings showing Interplay Folder parameter

Note that the Avid project name is configured **inside** the *general.prefs* file and is not available as a GUI preference. This means you need to **restart** the Nucoda application if you want to check your media into a **different** Interplay project.

MXF Staging

When writing MXF files to a *network* volume, it is often more efficient to write the files *locally* first and then *move* them to the target location.

This is called *staging*.

Staging is particularly useful when exporting to *Avid Unity* or *ISIS* systems. Test your configuration to see which settings are best for your workflow.

Staging Folder

If staged, MXF files are first written to the folder specified by the *general.prefs* configuration parameter (inside *media* section) :

```
tempRootDir "X:\path\to\folder\"
```

When Staging Happens

AAF Export

If you are exporting an AAF file, the MXF files created are **always staged** to the folder specified in `tempRootDir`. Once successfully written, they are moved to the **first** *Avid MediaFiles* folder specified in the preference file.

If you have enabled *Export To Interplay*, once successfully written, they will be moved to the *Avid Interplay* `sharedStorage` location (see the *general.prefs*) and checked in.

MXF Exports

If you are exporting MXF files, the MXF files will be staged if the following *general.prefs* configuration parameter (inside *mxf* section) is set to true :

```
useTempAsStaging  true
```

When set to true, MXF files are staged to the folder specified in `tempRootDir`. Once successfully written, they are moved to the **first** *Avid MediaFiles* folder.

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Avid Effects

This section describes the support for various Avid effects in the documented work flows, including any caveats around them.

This list is not exhaustive. Please direct any feedback to us through the web forums at :

http://forum.digitalvision.se

Rendering Avid Effects

When exporting an AAF from the Avid, one of the *Export Settings* available is *Render Video Effects* :

Enabling this will cause the Avid AAF export process to **render all timeline effects**. Avid calls these renders *pre-computes*.

If you are planning on returning to the AVID via AAF, we would recommend that you do **not** select the *Apply AAF effects* option on import into the Nucoda.

Pre-Computes

Introducing *pre-computes* to the work flow adds some extra complexity that you will need to be aware of :

- Pre-compute clips will **not re-link** on return to the Avid. They will also not be updated in the exported AAF (an Avid limitation).

  However, the Nucoda processed (e.g. graded) pre-computes shots *will* appear in the Avid *Media Tool* and are therefore available to you for manual timeline addition.

- *Merging* the grades into updated AAF sequences will **not work** for pre-compute shots because they do not contain *timecode* or *tapename* information.

Make sure all effects used in the Avid are **fully rendered** (no *partial* renders).

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Retimes

If we select to expand retimes on AAF import, the Nucoda system generates AAF retimes through the use of Adjustment Segments.

An alternative method of transferring retimes is to use a *mixdown*.

This has the advantage of :

a) Keeping the *complete* source material available.
b) Keeping the timeline *synchronised.*

Freeze Frames

When using the *freeze frame* effect in the Avid, rather than have the Nucoda build it using an Adjustment Segment, you might prefer to export the single (frozen) frame and re-import it into the Avid to create the freeze frame segment (in effect, rendered to the right duration).

This is due to the fact the the Freeze Frame is represented as a single frame on the timeline if used.

Nested Effects

Avid Media Composer and related products allow you to wrap *multiple tracks* and *multiple effects* inside a **single** video track segment. This *compound* segment is called a *nest* and renders a single visible output.

Because *nested* effects add complexity to the timeline we import and process, it is best to **minimise** their use.

The Nucoda currently supports *simple* nests only.

On import to the Nucoda, *dissolves* are **removed** from *nests* on expansion .Each clip in the nest is placed on its **own track**, even if a clip sits beside another on the same track inside the nest.

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Transitions

Currently, all Avid *transitions* are treated as *dissolves* in the Nucoda. Transitions are **not displayed** even if they have been rendered and are available.

To include transitions, supply them as a ***mix-down***.

Dip To Colour

The *Dip To Colour* effect applied as an effect to a cut will not work.

Apply as separate *effects* at the start or the end of a clip.

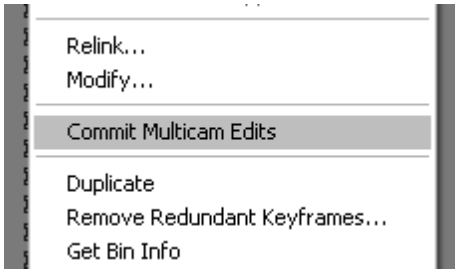
Avid Multicam

You should **commit** *multicam* edits before exporting an AAF for use in the Nucoda system.

Avid Media Composer 5

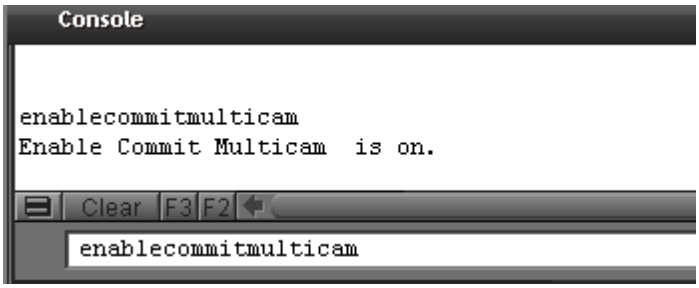
This option is available in he GUI :

- Select your sequence in the *Bin*
- Right-click and *Commit Multicam Edits*



Older Versions

Select *Tools* / *Console* :



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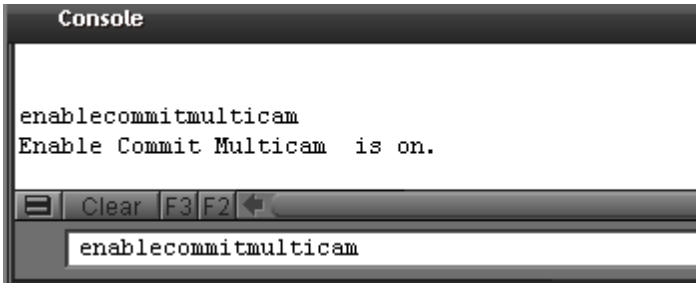
In the console, type :

```
enablecommitmulticam
```

and press <ENTER>.



Now *commit* the multicam edits by right-clicking your sequence and selecting:

Commit Multicam Edits

This will create a copy of the original sequence before the sequence is changed. The sequence without *multicam* edits will be tagged *NoGroups* and can be exported as an AAF for conforming on the Nucoda system.

> See your Avid manual for details.

Subclips

Avid s*ubclips* are not currently supported and should be removed before transferring the sequence to the Nucoda.

There is a documented process to easily relink *sub-clips* to *master-clips*. Refer to your Avid documentation.

> Note that the Avid method for removing sub-clips is not applicable to *Avid Interplay*.

Add Edits

If you have a single clip containing *Add Edits* (or *scene* edits), the Nucoda will correctly see the these edits when imported.

However, once graded and exported, when the the new AAF is imported to the Avid system, only the **first** part of clip will be seen to be graded. All the graded material is available as part of the first clip so it can just be extended

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or cut in from the Avid Bin.

As a workaround, when using *Add Edit*, make sure each segment you create is placed on a different video track to the segments beside it.

Add Edits segments separated to break links between them.

If you used *Add Edit* with *dissolves*, the Nucoda will automatically export enough material to rebuild them.

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